

Logical Block Diagram of Indirect Texture Processing

Fig. 6

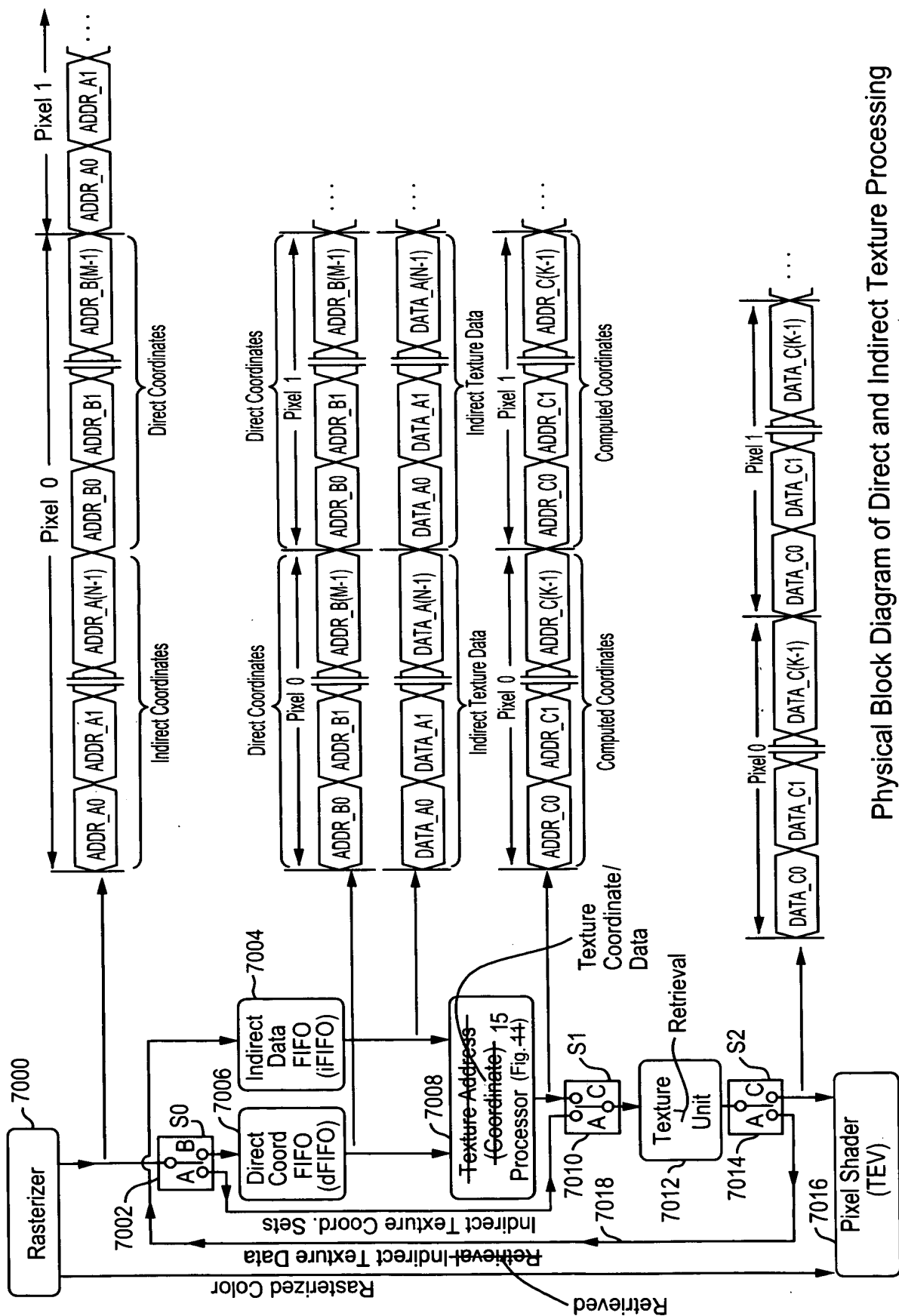


Fig. 8

Physical Block Diagram of Direct and Indirect Texture Processing

Annotated Sheet Showing Changes

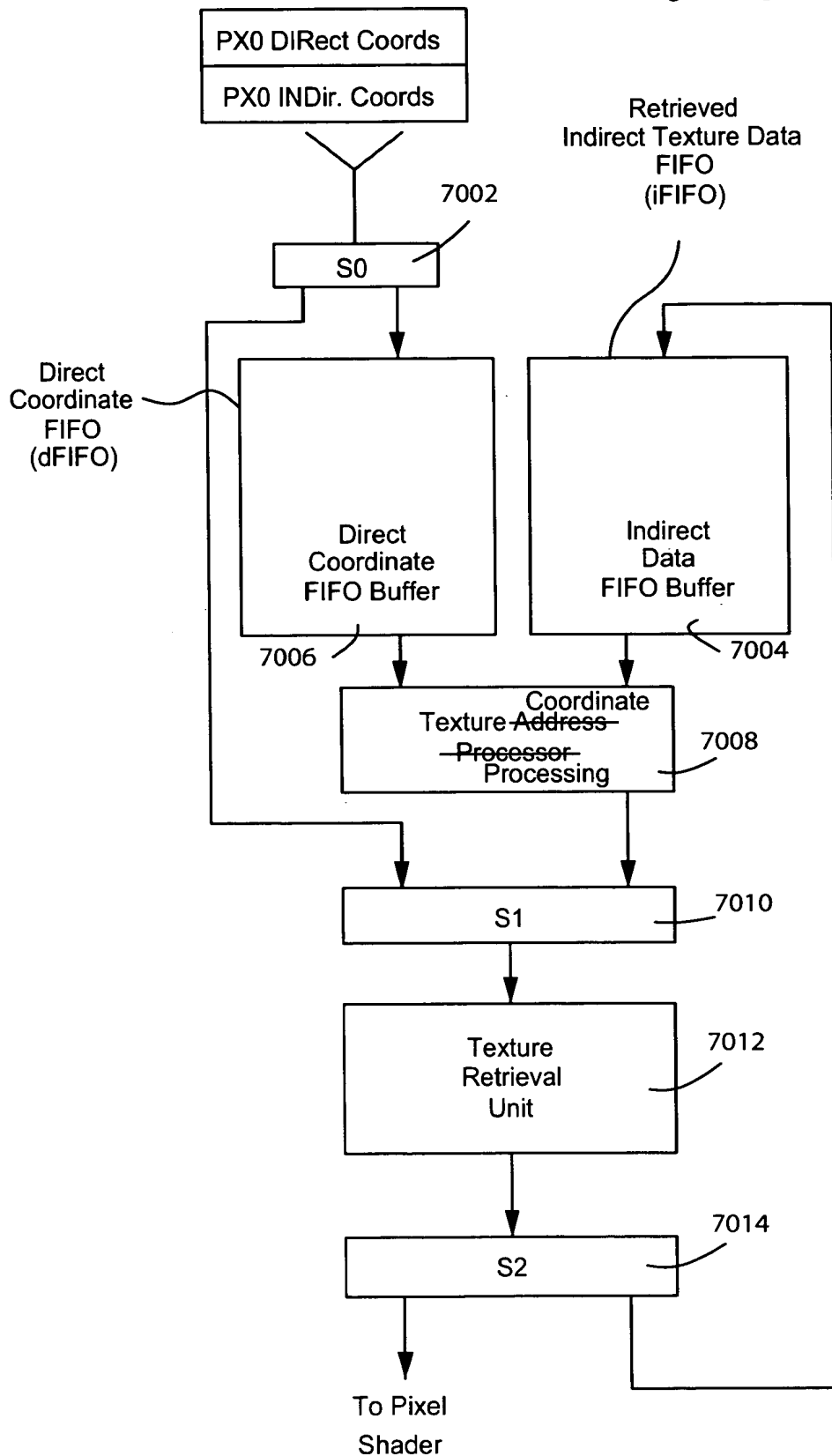


Fig. 10A

Annotated Sheet Showing Changes

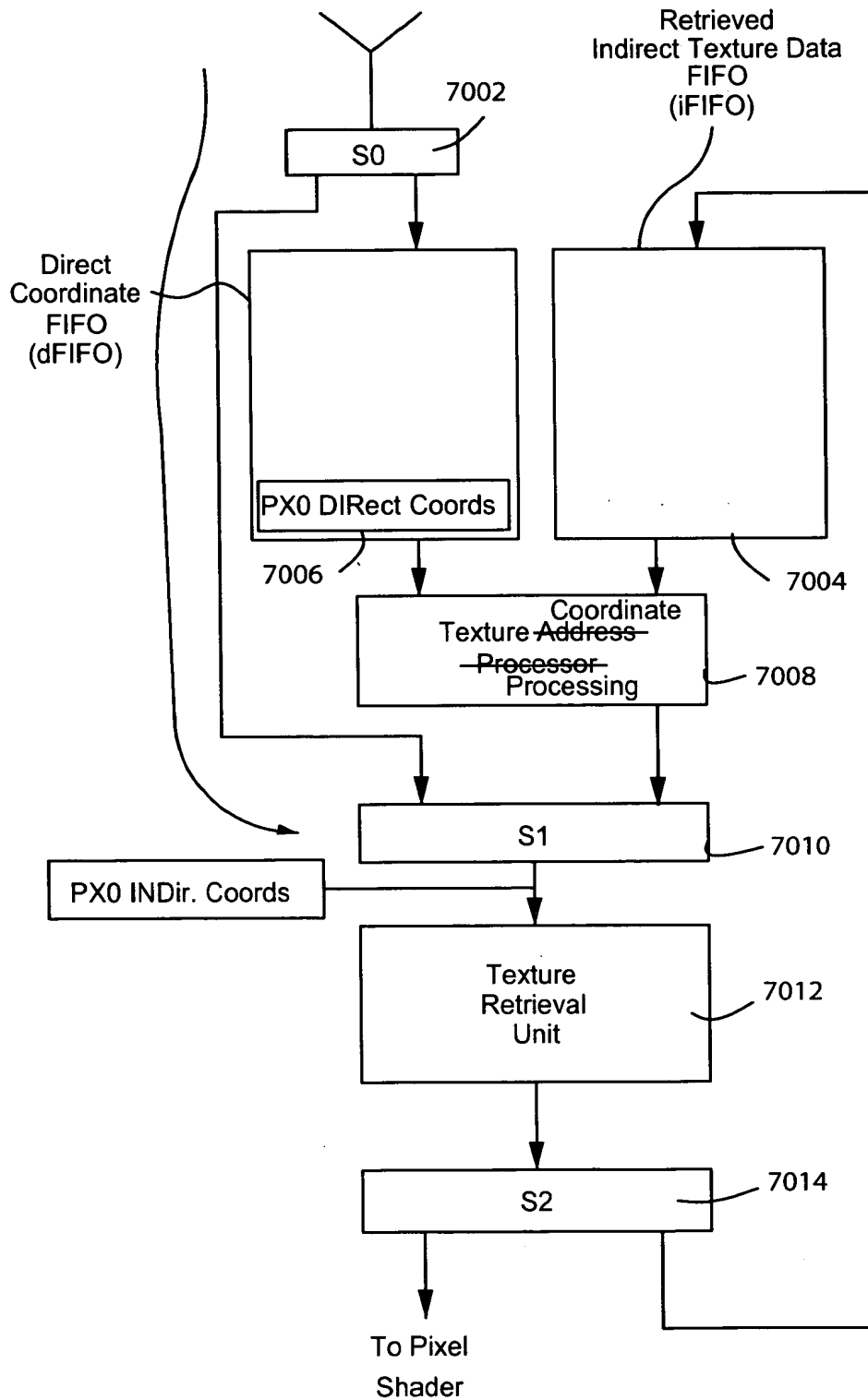


Fig. 10B

Annotated Sheet Showing Changes

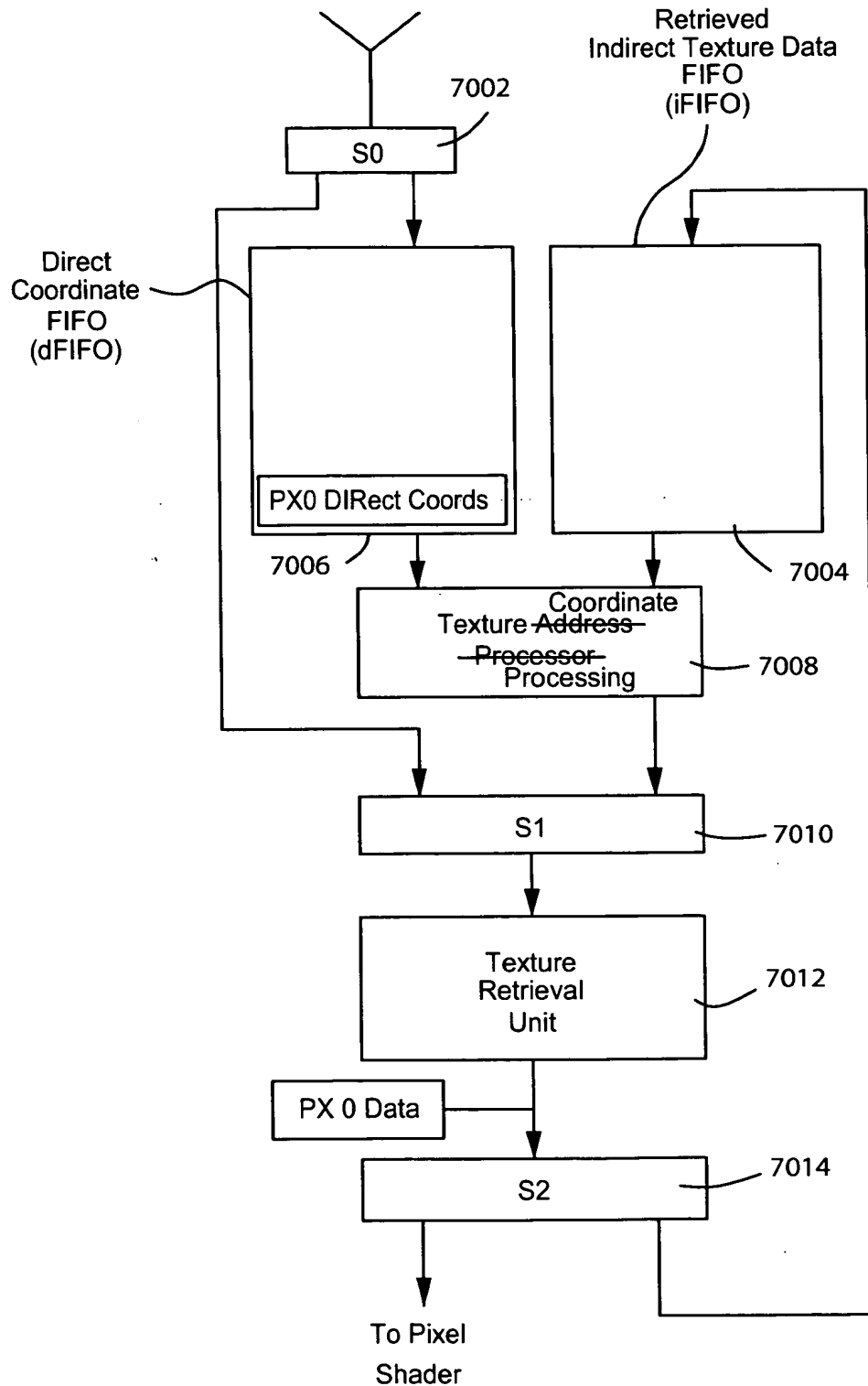


Fig. 10C

Annotated Sheet Showing Changes

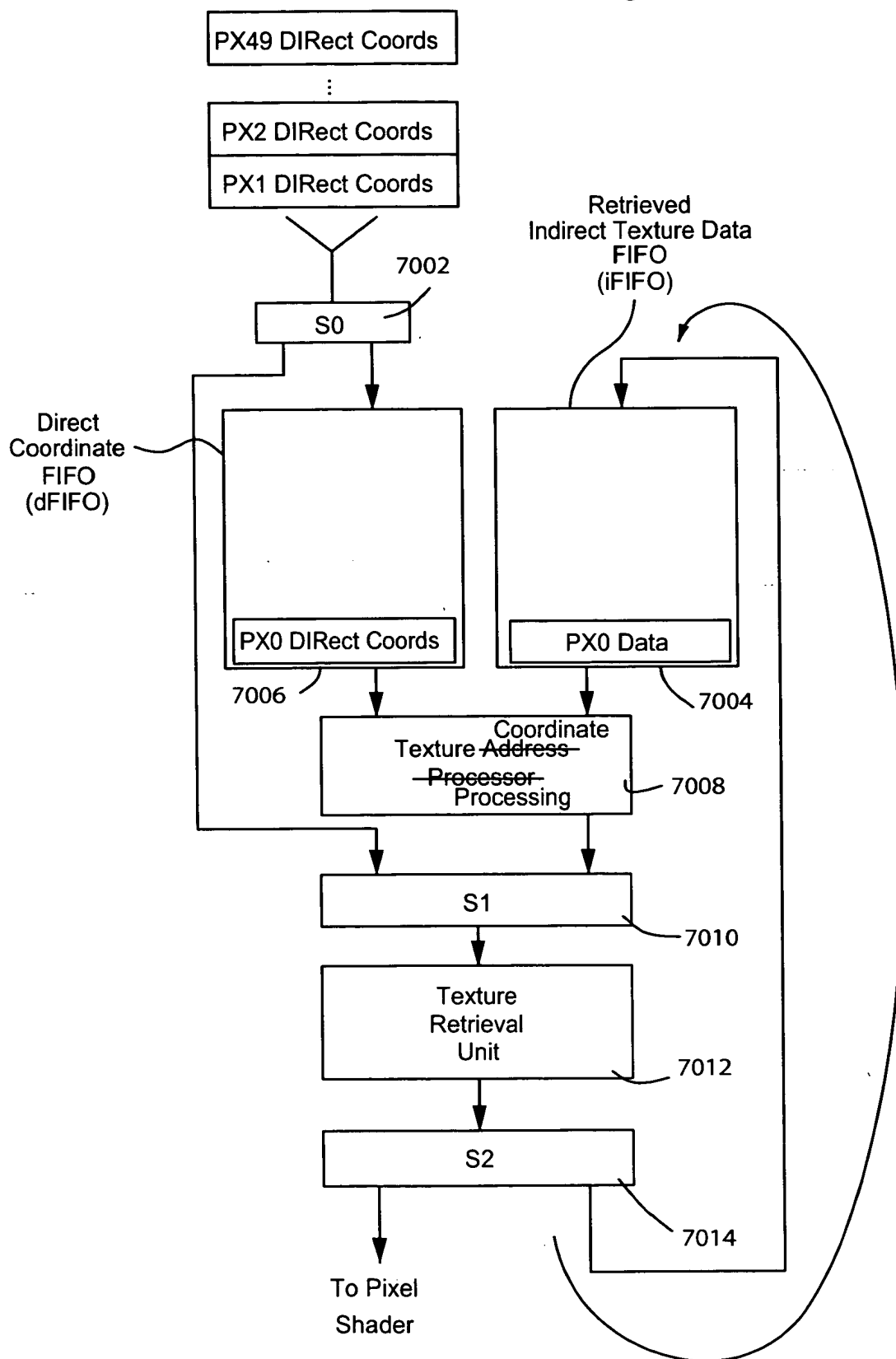


Fig. 10D

Annotated Sheet Showing Changes

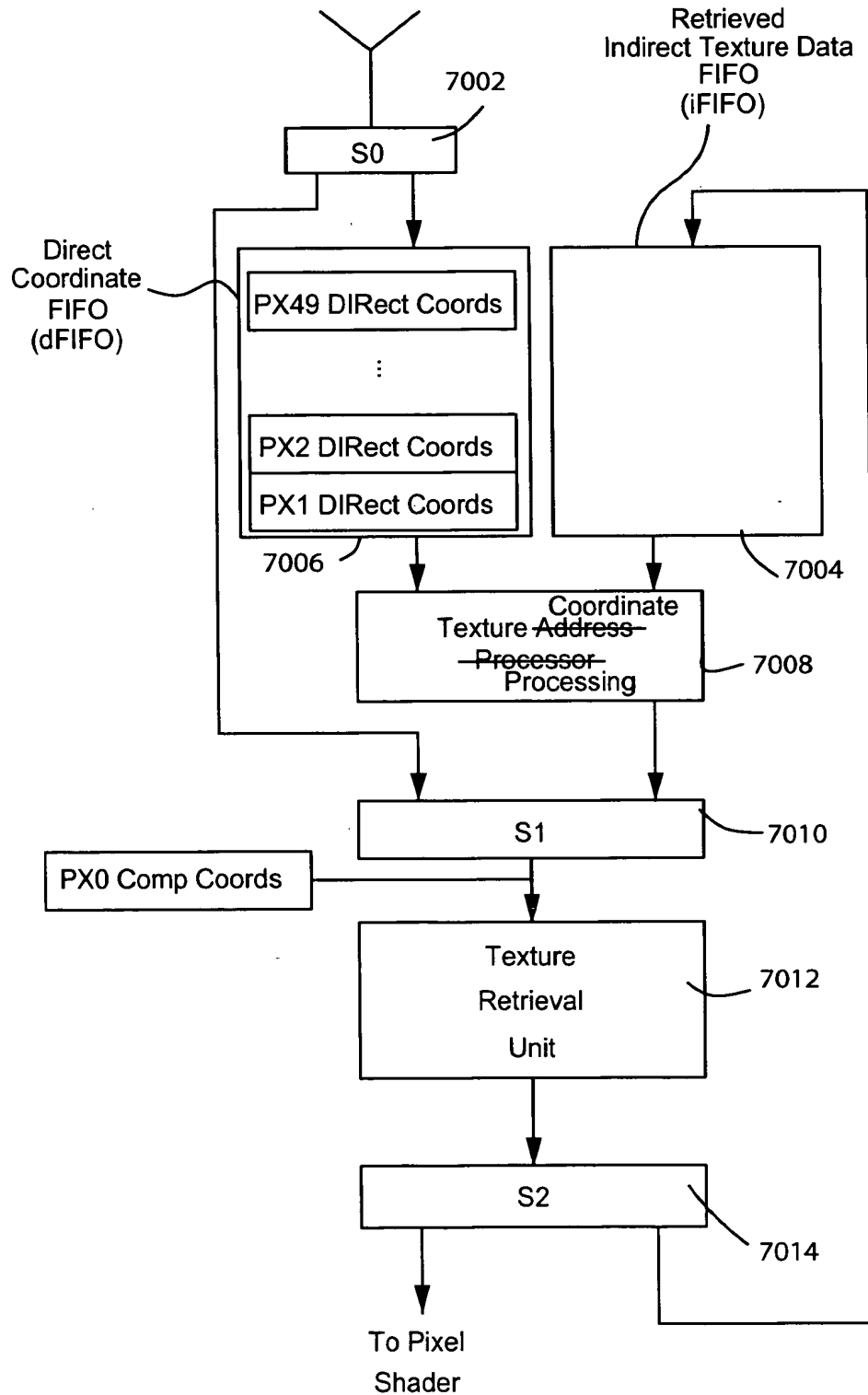


Fig. 10E

Annotated Sheet Showing Changes

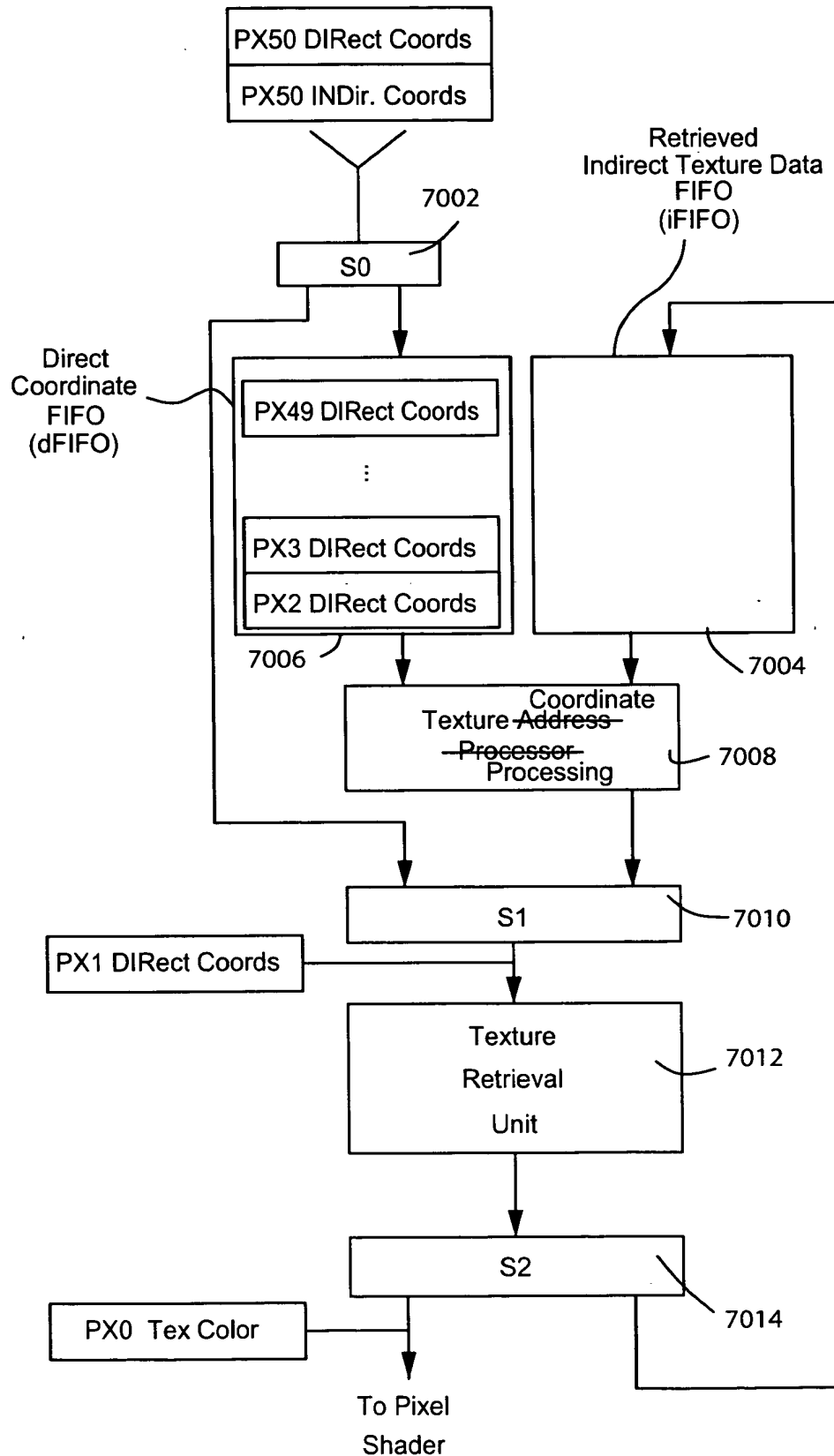


Fig. 10F

Annotated Sheet Showing Changes

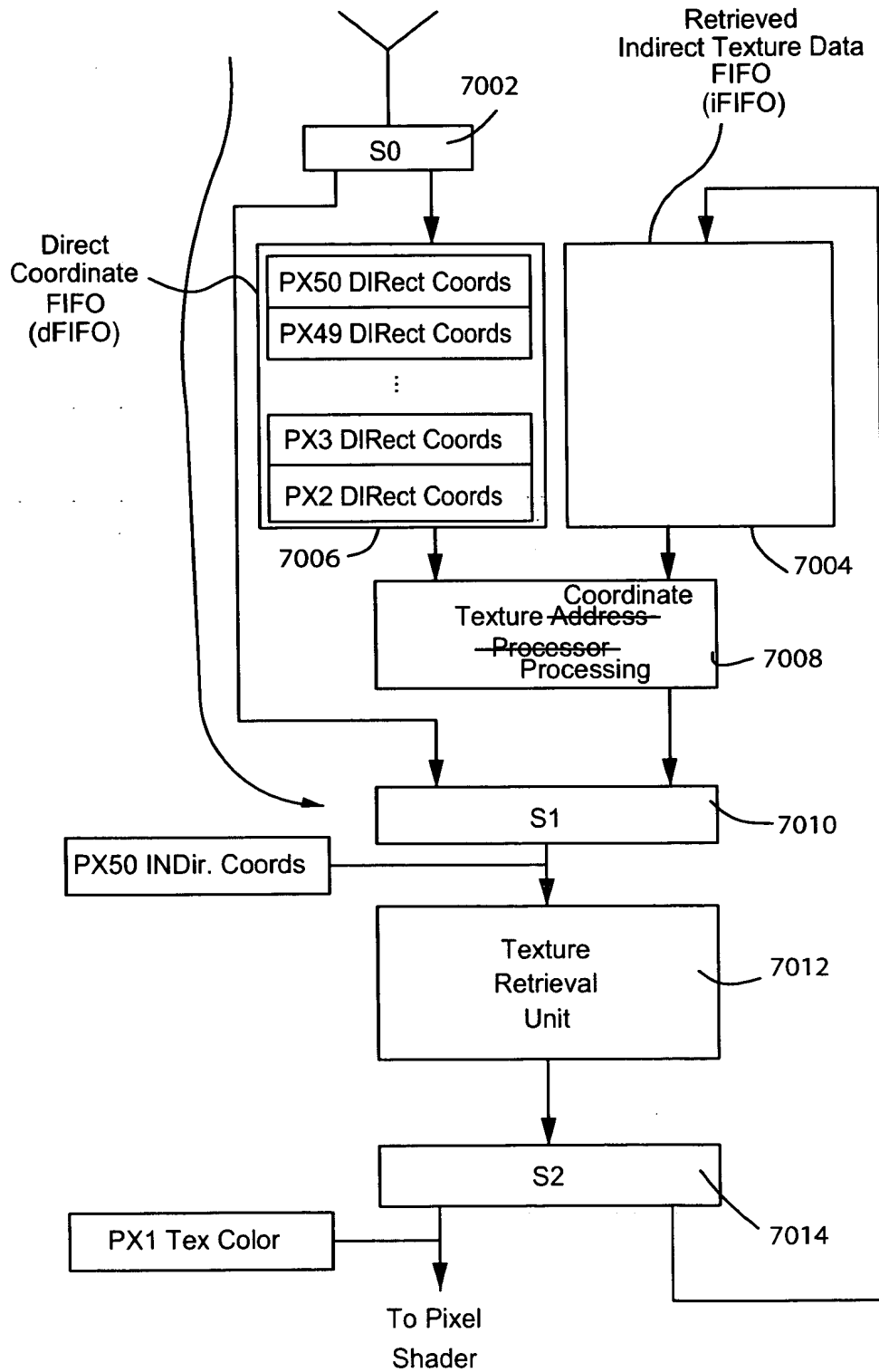


Fig. 10G

Annotated Sheet Showing Changes

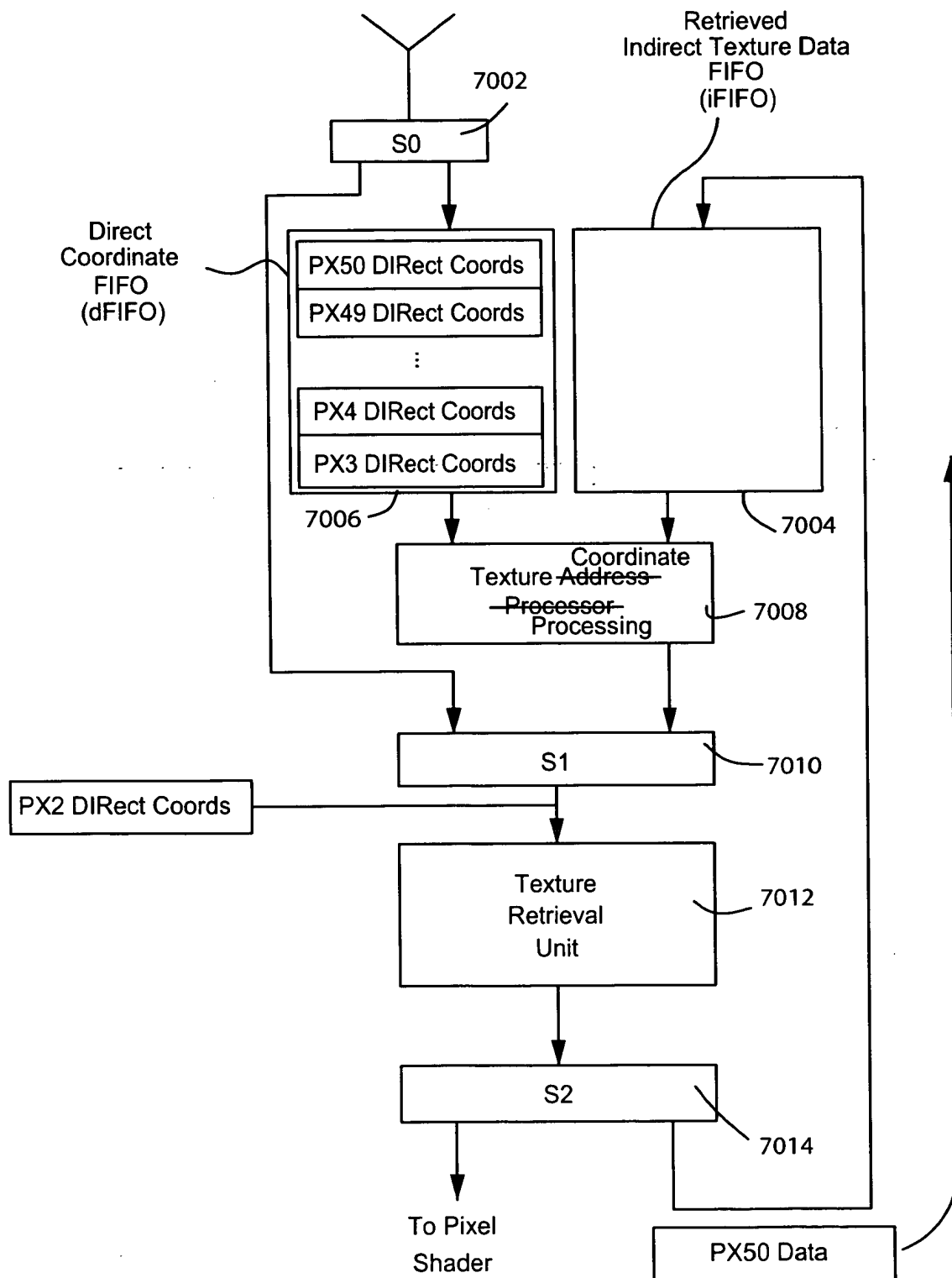


Fig. 10H

Annotated Sheet Showing Changes

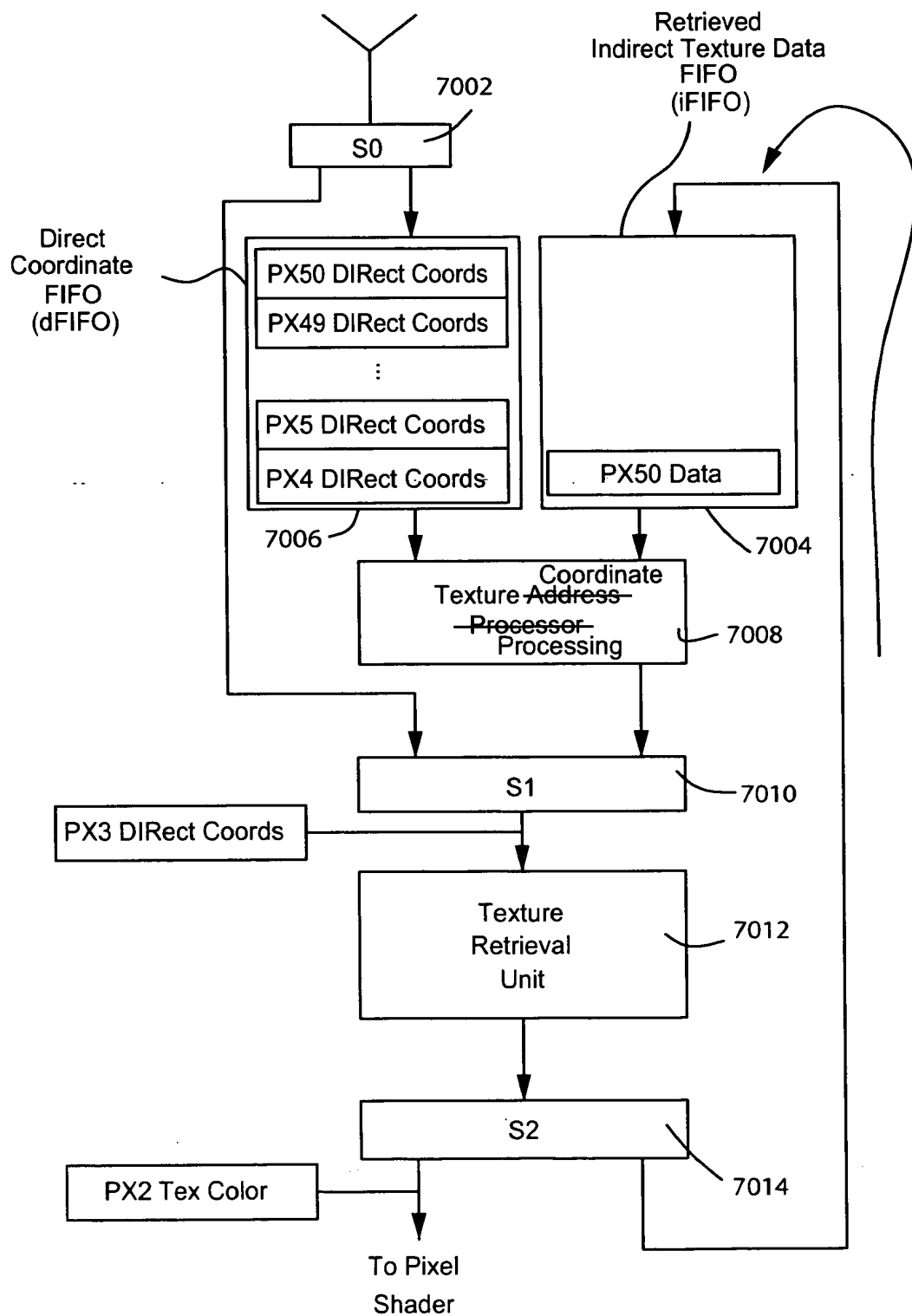


Fig. 10I

Annotated Sheet Showing Changes

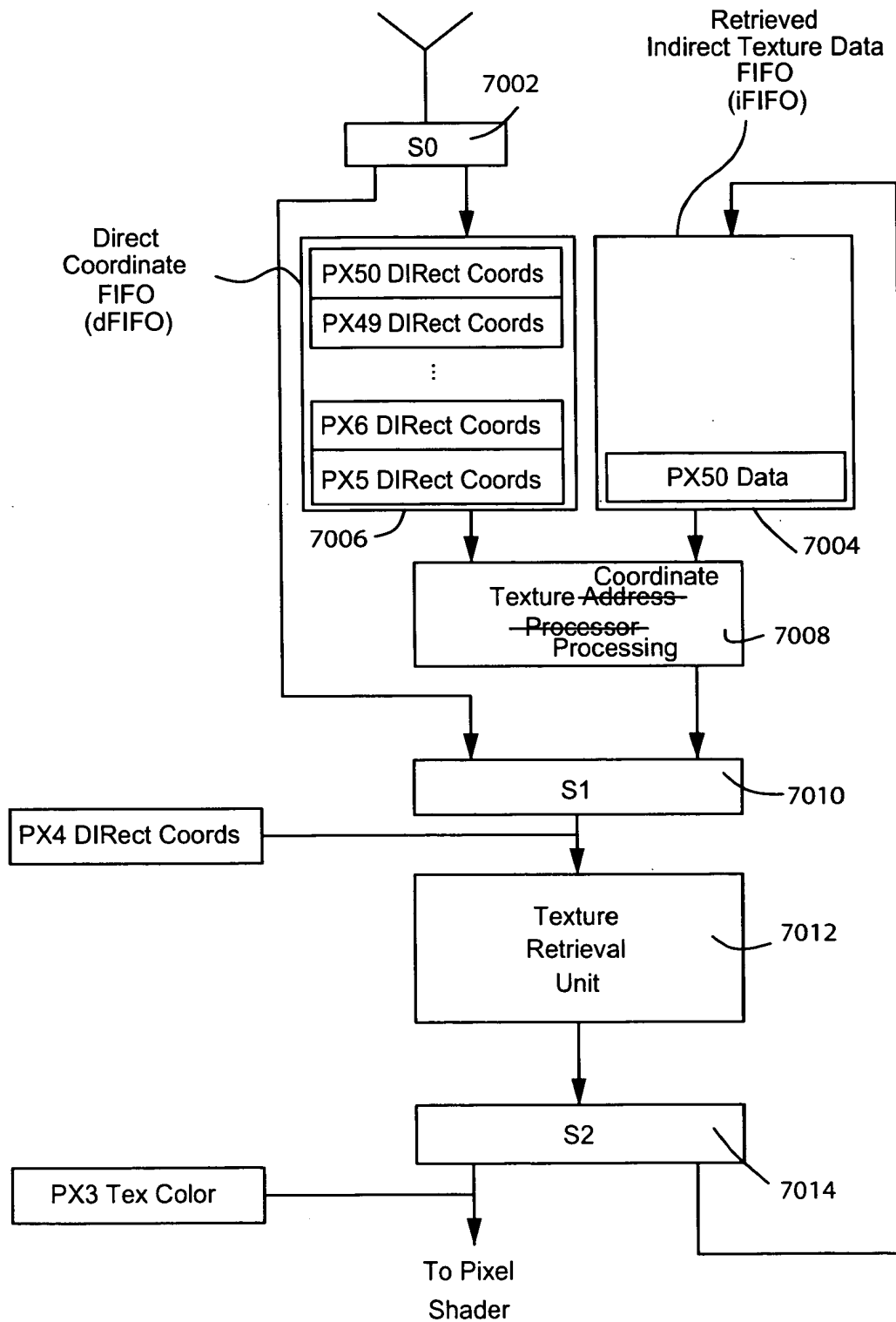


Fig. 10J

Annotated Sheet Showing Changes

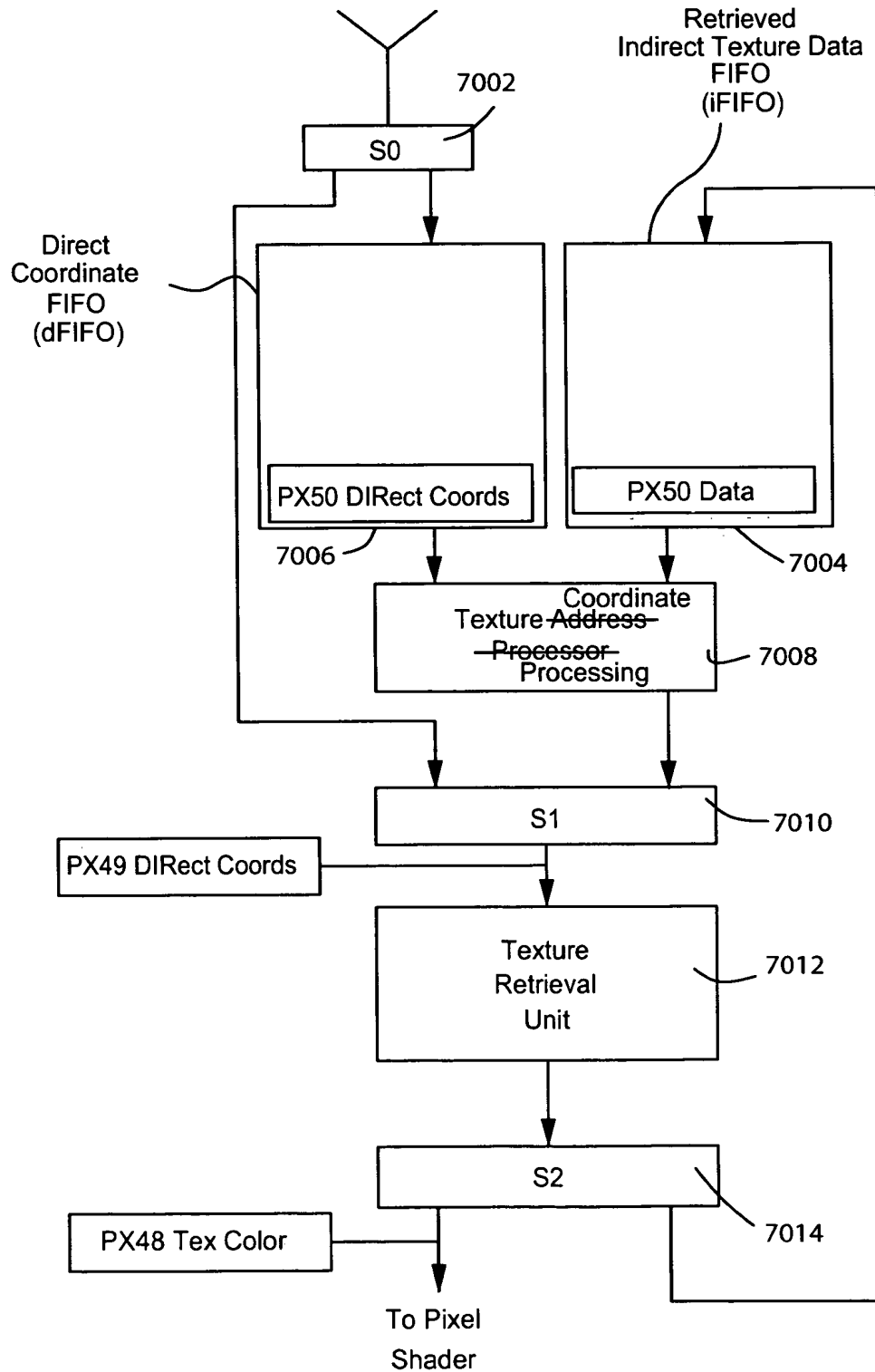


Fig. 10K

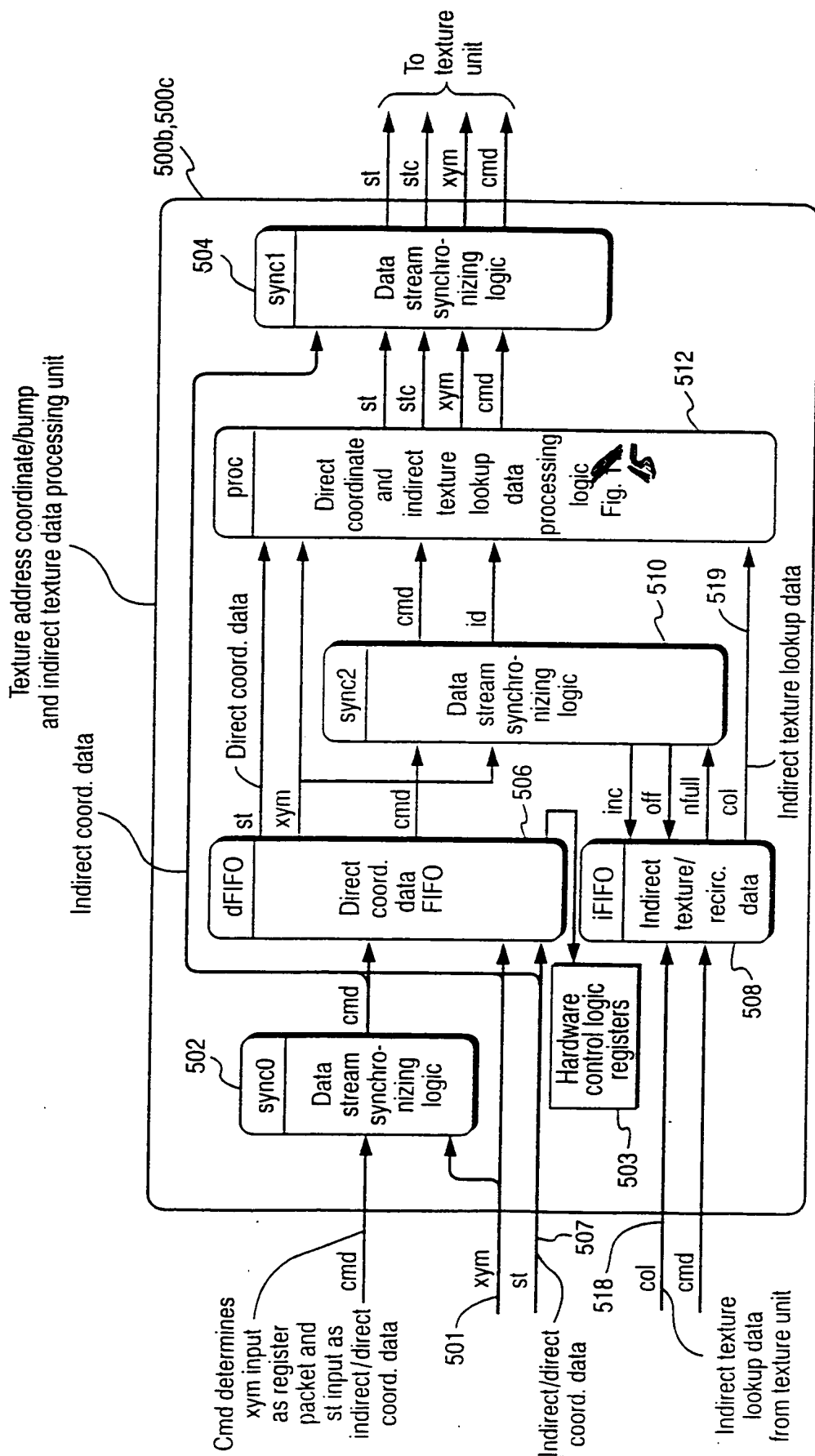


Fig. 14
 EXAMPLE BUMP/TEXTURE
 COORDINATE PROCESSING UNIT

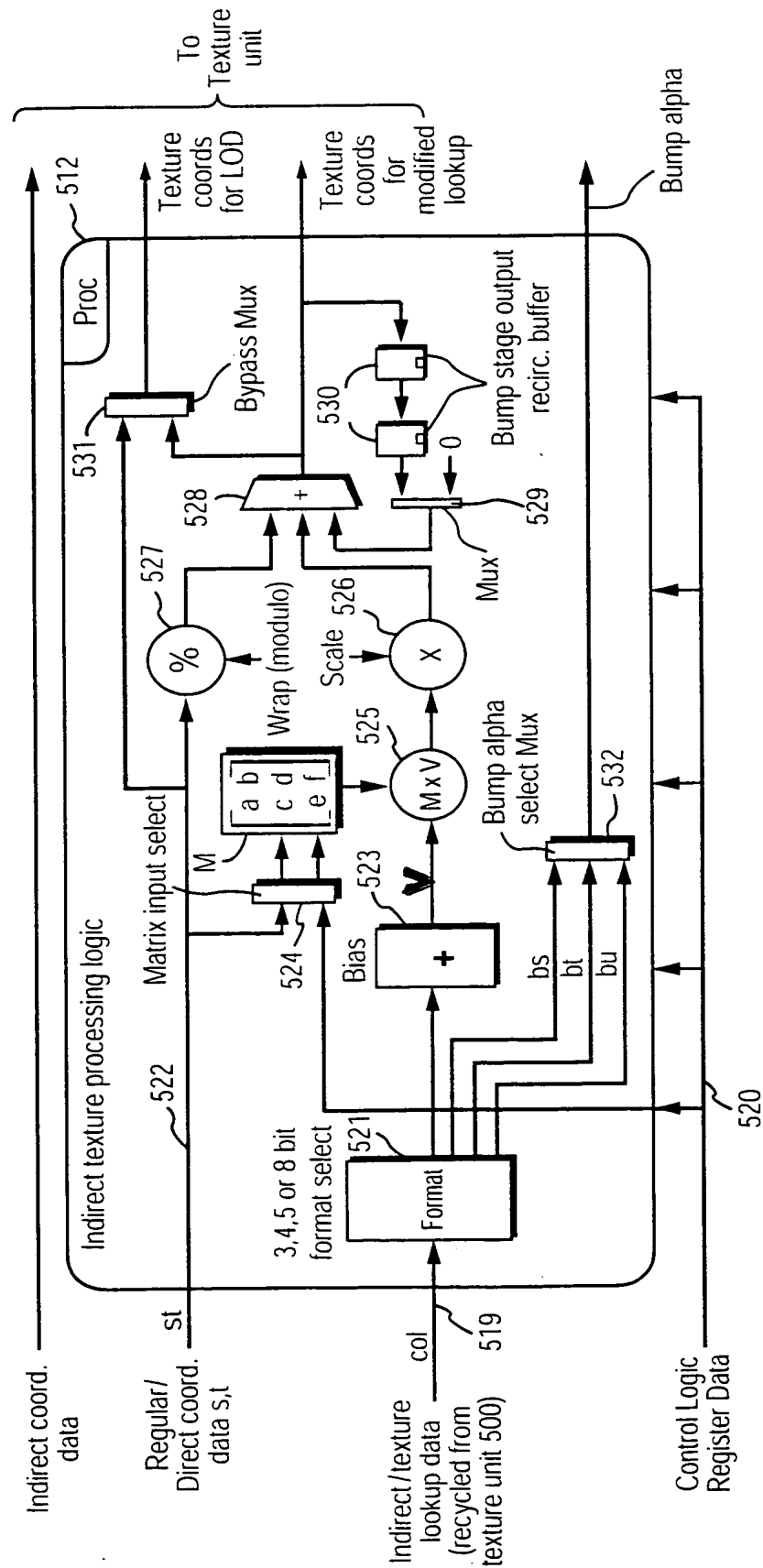


Fig. 15
 EXAMPLE INDIRECT-TEXTURE
 LOOKUP DATA PROCESSING LOGIC

$$\begin{pmatrix} s' \\ t' \end{pmatrix} = \begin{pmatrix} ma & mb \\ mc & md \\ me & mf \end{pmatrix} \cdot \begin{pmatrix} s \\ t \\ u \end{pmatrix}$$

M V

Fig. 16A

EXAMPLE TEXTURE

~~STATIC~~ ~~OFFSET MATRICES~~~~MATRIX~~

Matrix A

$$\begin{pmatrix} s/256 & t/256 \\ 0 & 0 \\ 0 & 0 \end{pmatrix}$$

Matrix B

$$\begin{pmatrix} 0 & 0 \\ s/256 & t/256 \\ 0 & 0 \end{pmatrix}$$

Fig. 16B

EXAMPLE TEXTURE

~~DYNAMIC~~ ~~OFFSET MATRICES~~





$MTXA_i$	s_i (1:0)	mb_i (10:0)				ma_i (10:0)					
$MTXB_i$	s_i (3:2)	md_i (10:0)				mc_i (10:0)					
$MTXC_i$	s_i (5:4)	mf_i (10:0)				me_i (10:0)					
CMD_i		fb_i		tw_i	sw_i	m_i			$bias_i$	fmt_i	bt_i
	⋮										
									$imask$ (7:0)		
$GEN\ MODE$			$nbmp$			$ntev$			$ntex$		

Fig. 17

EXAMPLE CONTROL
LOGIC REGISTERS